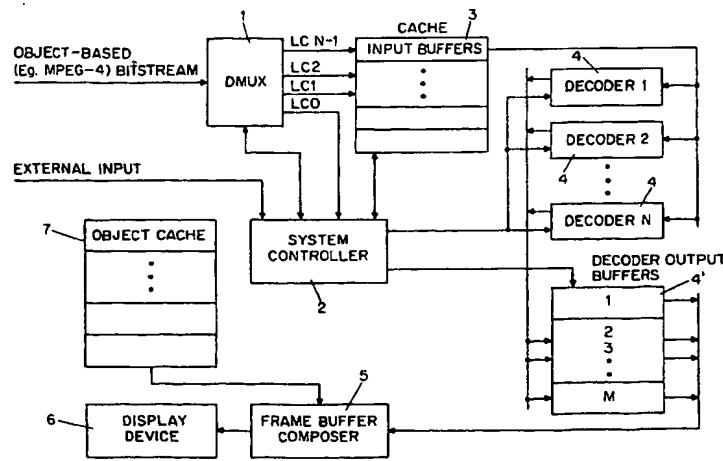




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(54) Title: OBJECT-BASED AUDIO-VISUAL TERMINAL AND BITSTREAM STRUCTURE



(57) Abstract

As information to be processed at an object-based video or audio-visual (AV) terminal, an object-oriented bitstream includes objects, composition information, and scene demarcation information. Such bitstream structure allows on-line editing, e.g. cut and paste, insertion/deletion, grouping, and special effects. In the interest of ease of editing, AV objects and their composition information are transmitted or accessed on separate logical channels (LCs). Objects which have a lifetime in the decoder beyond their initial presentation time are cached for reuse until a selected expiration time. The system includes a de-multiplexer (1), a controller (2) which controls the operation of the AV terminal, input buffers (3), AV objects decoders (4), buffers (4') for decoded data, a composer (5), a display (6), and an object cache (7).

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